BLADES IN THE DARK CREW NAME ALIAS NAME ALIAS LOOK SPETIAL ABILITIES LOOK SPETIAL ABILITIES INTERS DACKGROUND: ACADEMIC DROPOUT: INVIA-SEVEROS-SKOVLAN-TYCHEROS VICE / PURVEYOR: TRUANCY-GAMBLING-LUXURY-MAYHEM-PIEASURE-STUPOR-WEIRS STRESS DUBUBBBB CLAURY-MAYHEM-PIEASURE-STUPOR-WEIRS ARM SERESS ABOR-LEAN ARKET-GROOT ARM TRUANA COLD-HAUNTED-OBSESSED - PARANOTIC INTERS COLD-HAUNTED-OBSESSED - PARANOTIC RECKLESS-SOFT-UNSTABLE-VICION MARM TRUEY ARM TRUEY ARM TRUEY ARM TRUEY INTES COLD-HAUNTED-OBSESSED - PARANOTIC RECKLESS-SOFT-UNSTABLE-VICION MARM TRUEY INTES TRUEY INTES TRUEY NOTES TRUEY MARM TRUEY INTES TRUEY INTES TRUEY INTES TRUEY INTES TRUEY INTES TRUEY INTES TRUEY INTESS TRUEY			
NAME ALLAS ALLAS ALLAS LOOK O 7 MILLION COIN: In the pursuit of a huge score, you may push yourself by only spending 1 stress. NOT A SCUKERFISH: Because you are under the legal age, your Minted level will always be treated as 0 to determine time in Ironhook INSIGHT HERITAGE: AKOROS—THE DAGGER ISLES BACKGROUND: ACADEMIC DROPOUT- IRUVIA—SEVEROS—SKOVLAN—TYCHEROS BACKGROUND: ACADEMIC DROPOUT- USELESS LABOR—EEL MARKET—IGNOBLE VICE / PURVEYOR: TRUANCY—GAMBLING—LUXURY—MAYHEM—PLEASURE—STUPOR—WEIRD STRESS Image: Cold—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HARM Image: Province the stress from bad outcomes (1-3). WE HAVE THE SAME HAIRCUT: You can always outrun a Bluccoat, but gain +2 Heat when you do. Image: PROWL STRESS COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HARM Image: Province the stress from bad outcomes (1-3). WE HAVE THE SAME HAIRCUT: You can always outrun a Bluccoat, but gain +2 Heat when you do. DODG fine SERGEANT HEAIX: You can always outrun a Bluccoat, but gain +2 Heat when you do. PROWL SS SIRUISE 3 Image: Province the stress is the ord SIRUSS ARMOR 1 Image: Stress is a consequence of taking responsibility for your actions, or to also get +1 result level on long term projects related to goat travel. SIRUSS is a consequence of taking responsibility for your actions, or to also get +1 result level on long term projects related to goat travel. SIRUSS is a consequence of taking responsibility for your actions, or to also get +1 result level on long term projects related to goat travel. SIRUSS is a consequence	\mathbf{M}		
LOOK > MILIOXCON: In the pursuit of a huge score, you may push yoursel you hy younsel yoursel you have push yoursel yoursel you have push yoursel yoursely youraclions, or to you atolins yoursel yoursely yo			
IOOK Wanted level will always be treated as 0 to determine time in Ironhook STUDY HERITAGE: AKOROS - THE DAGGER ISLES BACKGROUND: ACADEMIC DROPOUT-IRUVIA-SEVEROS-SKOVLAN-TYCHEROS IF you JUMP OFF A BRIDGE: If you take a Desperate action, all other Blades present must participate as part of a group action. You may select another scoundrel to take the stress from bad outcomes (1-3). IF you JUMP OFF A BRIDGE: If you take a Desperate action, all other Blades present must participate as part of a group action. You may select another scoundrel to take the stress from bad outcomes (1-3). IF you JUMP OFF A BRIDGE: If you take a Desperate action, all other select another scoundrel to take the stress from bad outcomes (1-3). IF you JUMP OFF A BRIDGE: If you take a Desperate action, all other select another scoundrel to take the stress from bad outcomes (1-3). IF you JUMP OFF A BRIDGE: If you take a Desperate action, all other select another scoundrel to take the stress from bad outcomes (1-3). IF you JUMP OFF A BRIDGE: If you take a Desperate action, all other select another scoundrel to take the stress from bad outcomes (1-3). IF you JUMP OFF A BRIDGE: If you take a Desperate action, all on the select another scoundrel to take the stress from bad outcomes (1-3). IF IF you JUMP OFF A BRIDGE: If you lake a Desperate action, all onhow is select another scoundrel to take the stress from bad outcomes (1-3). IF IF you JUMP OFF A BRIDGE: If you lake a Desperate action, all onhow is select another scoundrel to take the stress from bad outcomes (1-3). IF IF IF You JUMP OFF A BRIDGE: If you lake a Desperate action, all onhow is select another scoundrel to take the stress from bad outcomes (1-3). IF IF IF You JUMP OFF A BRIDGE: If you lake a Desperate action, al	only spending 1 stress.		
HERITAGE: AKOROS – THE DAGGER ISLES BACKGROUND: ACADEMIC DROPOUT – IRUVIA – SEVEROS – SKOVLAN – TYCHEROS USELESS LABOR – EEL MARKET – IGNOBLE O IF YOU JUMP OFF A BRIDGE: ITYOU Take a Joesprate action, You may select another scoundrel to take the stress from bad outcomes (1-3). PRUVESS VICE / PURVEYOR: TRUANCY – GAMBLING – LUXURY – MAYHEM – PLEASURE – STUPOR – WEIRD WE HAVE THE SAME HAIRCUT: You look just like your crew. You gain potency when passing the blame off to one of them. DODGING SERGEANT HEALY: You can always outrun a Bluecoat, but gain +1d on Finesse actions to ride a goat. You also get +1 result level on long term projects related to goat travel. PROWIESS 3 HELP Project dock HELP HEALING Project dock HELP NOTES PRIMUE USES ARMOR 1 LESS PECIAL NOTES Items Items Items NOTES IDUME FRENDS ITEMS LDAD 3 hgit $&$ normal $&$ for a poil of Carl project dock			
VICE / PURVEYOR: TRUANCY—GAMBLING—LUXURY—MAYHEM—PLEASURE—STUPOR—WEIRD gain potency when passing the blame off to one of them. SKIRMISH STRESS COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS ODOGING SERGEANT HEALY: You can always outrun a Bluecoat, but gain +2 Heat when you do. RESOLVE RESOLVE 3 HELP project clock HARMOR HELP project clock RMOR USES ARMOR It sull tevel on long term projects related to goat travel. CONSORT 1 LESS ARMOR HEAVY special Special Special Solutishit Trusc: You can do these actions at Level 3 Harm. Solutishit Trusc: You can do these actions at Level 3 Harm. Solutishit Trusc: You can do these actions at Level 3 Harm. Solutishit Trusc: You may expend your special armor to resist a consequence of taking responsibility for your actions, or to push yourself when you deal with parental forces. BONUS DIE PUBH YOURSELF (tak 2 stress) - OR- accept a CO Jock, a stupid mate DIME FRIENDS ITEMS DIA 3 light \$ S normal Sh A Pistol A 2 nd Pistol	\mathbb{T}		
SIRESS COLD—HAUNTED—OBSESSED—PARANOID RECKLESS—SOFT—UNSTABLE—VICIOUS HARM HALING 3 HELP project clock Project clock 1 LESS 1 LESS EFFECT SPECIAL NOTES ITEMS UMB FRIENDS ITEMS UA A Distoil A 2 nd Pist	[
HARM HEALING project clock HEALING project clock Armon Armon Armon Armon Armon Armon Armon BLEEDING: You can do these actions at Level 3 Harm. Armon Armon BLEEDING: You can do these actions at Level 3 Harm. BUNUS DIE 1 LESS HEAVY BEFFECT SPECIAL O BULLSHITTING: Choose a special ability for your actions, or to push yourself when you deal with parental forces. PUSH YOURSELF (tak + 2 stress) - OR- accept a DEVIL'S BARGAIN. DUME FRIENDS ITEMS LOAD 3 light $& S$ normal $& S$ had or Two DUME FRIENDS ITEMS LOAD 3 light $& S$ normal $& B$ had or Two DIME FRIENDS ITEMS A Blade or Two A Pistol A 2 nd Pistol A Pistol A 2 nd Pistol A Pistol A 2 nd Pistol	Π		
3 HELP ARMOR USES 2 -1D ARMOR 1 LESS HEAVY 1 EFFECT SPECIAL NOTES O BULLSHITTING: Choose a special ability for your actions, or to push yourself when you deal with parental forces. PUSH YOURSELF (tak 2 stress) - OR- accept a DEVIL'S BARGAIN. DUMB FRIENDS ITEMS LOAD 3 light ♦ 5 normal ♦ 6 h. △ ○ Jock, a stupid mate O Jock's Fine stolen goat A Blade or Two △ ○ Jock, a stupid mate O Jock's Fine stolen goat A Blade or Two △ ○ Jock, a stupid mate O Jock's Fine stolen goat A Pistol □ A 2 nd Pistol			
I Image: Arkmork in the second se			
Image: special push yourself when you deal with parental forces. + 2 stress) -OR- accept a DEVIL'S BARGAIN. Image: special spe	æ		
△ ▽ Mairead, your mom □ □ Jock's Fine stolen goat □ A Blade or Two △ ▽ Jock, a stupid mate □ □ Not as fine stolen goat □ Throwing Knives △ □ Dittle □ Spark-craft nail gun □ A Pistol □ A 2 nd Pistol			
	eavy		
$\Box \text{Spark-craft nail gun} \qquad \Box \text{A Pistol} \ \Box \text{A 2}^{nd} \text{Pistol}$			
	.ol		
Smoke Bombs	•		
$\triangle \bigtriangledown$ Healy, a shit Serpico \Box Cigarettes \Box Burglary Gear	cuvy		
XP Climbing Gear			
◆ <i>Every time you roll a desperate action, mark xp in that action's attribute.</i> □ Arcane Implements			
At the end of each session, for each item below, mark 1 xp (in your playbook or \Box Documents			
an attribute) or 2 xp if that item occurred multiple times. Image: Subterfuge Supplies You addressed a challenge with stupidity or fear. Image: Demolition Tools			
• You addressed a challenge with stapilarly of jear. • Demonstrating of jear. • You expressed your beliefs, drives, heritage, or background. • Tinkering Tools			
TEAMWORK PLANNING & LOAD GATHER INFORMATIO			
Assist a teammate Choose a plan, provide the detail. Choose your load limit for the operation. What is dumb or stupid limit for the operation. What can I get away with 	1?		
Lead a group action Assault: Point of attack Occult: Arcane power • What is a good prank he What do they intend to Description Description Occult: Arcane power • What do they intend to	ere?		
Protect a teammate Deception: Method Social: Connection What drives them to do	do?		
Set up a teammate Stealth: Entry point Transport: Route How can I reveal [X]? What's really going on h			

STASH